League Registration:
All intramural registration will take place on IMLeagues through the UWRF Intramural Sports website. During team registration, captains will select the league and division they wish for their team to participate in. The league and division will indicate the nights and times of the contests for the regular season.

Captain’s Quiz:
During registration, team captains will take a quiz related to the general intramural policies and rules of the specific sport they are registering for. Successful completion of the quiz ensures the captain knows the rules and policies prior to the start of the intramural league. Online quizzes have replaced the mandatory in-person captains meeting.

Entry Fee:
The entry fee is now an individual fee. Participants must purchase a pass from IMLeagues upon registering or use a pre-purchased pass. Passes are $7.50 for a single team, $15 for a semester, or $25 for a year. The team entry fee must be paid online with a credit/debit card after the successful completion of the quiz. Payment will not be accepted in any other form. Teams cannot complete registration without payment. Entry fees help cover the cost of equipment, facility expenses, student staff labor costs, and administrative expenditures.

Schedules, Results, and Standings:
Schedules, results, and standings for league play and playoffs will be on IMLeagues. Please go to the UWRF Intramural Sports website at www.uwrf.edu/campusrec and click on the Intramurals Sports and IMLeagues to access IMLeagues.

Forfeit/Default:
If your team is unable to compete in a contest, please notify the Intramural Sports staff by email (campusrec@uwrf.edu) or phone (715.425.4289) before 1pm on the day of your contest to avoid a forfeit fee. If you do not notify the campus recreation staff before the deadline or you do not show up for the contest, your team will be charged a forfeit fee of $2.

Questions:
Please contact the Campus Recreation Staff with any questions or concerns.

<table>
<thead>
<tr>
<th>Contact Name</th>
<th>Position</th>
<th>Phone Number</th>
<th>Email Address</th>
</tr>
</thead>
<tbody>
<tr>
<td>Campus Rec Staff</td>
<td>General Information</td>
<td>715.425.4289</td>
<td><a href="mailto:campusrec@uwrf.edu">campusrec@uwrf.edu</a></td>
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<td><a href="mailto:ryan.rudesill@uwrf.edu">ryan.rudesill@uwrf.edu</a></td>
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General Procedures:
Please refer to the Intramural Sports Handbook for all policies and procedures related to intramural contests.

1. Each participant must present a valid UWRF ID to the intramural supervisor or scorekeeper at every contest. No other form of ID will be accepted.
2. All participants must be on the team roster. Any member not on the roster may complete an add sheet at the time of the contest. No participant may play on two teams in the same league or a forfeit will be charged to the second team they participated on.
3. Each participant must wear appropriate apparel and athletic footwear.
4. Minor first aid treatment is available during intramural contests. Any bleeding must be stopped and cleaned up before participant can re-enter the contest.

RULES:

1. GAME SETUP:
   a. An intramural supervisor with check participants in and record the scores.
   b. Participants will generally be scheduled 2 games per night vs. different opponents.

2. PARTICIPATION:
   a. All leagues are “open” and not gender specific.
   b. Doubles teams may have up to 3 people on the roster.
   c. Doubles teams must compete with 2 players at all times and may not switch mid-game.

3. GAME PLAY:
   a. Each match will be played with an unlimited number of games within the time period.
   b. Each game will be first to 21.
   c. Teams scoring over 21 points will “bust” and return to 15 points.
   d. A coin flip or rock paper scissors will determine who throws first.
   e. Teammates will stand across from each other (one on the right side of their board, one on the left side of their board).
   f. Matches will be limited to 25 minutes to ensure both games that night are played.
      i. The intramural supervisor will notify the teams when there is 5 minutes left in the match and again when there is 1 minute left.
      ii. Whichever team is ahead at the end of the 25 minutes will receive the victory.
   1. A tie will be played out in a sudden victory format.

4. SCORING:
   a. Points are scored by landing the bag on the board (1 point) or throwing the bag in the hole (3 points).
   b. Bags cannot bounce onto the board. A bag bouncing on the board should be removed before the next throw.
   c. Scoring works on the “cancellation” system.
      i. If Team A scores 5 points one round and Team B scores 3 points, Team A gets 2 points and throws the first bag of the next round.